



TIFFANY STAR



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TIFFANY STAR is a monthly amateur periodical published in support of the History of the Imperium Working Group (HIWG). The activities of HIWG are devoted to the development of the setting for Game Designers' Workshop's (GDW) science fiction role playing game of the far future, TRAVELLER. TRAVELLER is the registered trademark of GDW and is used with permission only. Portions of this periodical are derived from other TRAVELLER materials published by GDW or Digest Group Publications and are the copyright of the

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Articles in specific format and illustrations are welcome. Send mail to Mike Mikesch, TIFFANY STAR, 3124 75th Ave #3, Landover MD 20785.

THUNDER FROM ABOVE

by Joe D. Fugate, Sr.

REBEL'S TALES

GENet 4/8/90

To quickly recap, GDW was planning for a time a project called Rebellion Sourcebook vol 2 (RS2), a follow on to the original Rebellion Sourcebook. That was converted to a book of Rebellion adventures, called Rebel's Tales (RT). Dennis Myers sent a proposal to GDW, suggesting RS2 be placed back on the books, and that RS2 and RT be developed simultaneously as complimentary projects. - MM

Marc Miller asked me what I thought of Dennis Myers' Rebel's Tales and Rebellion Sourcebook proposals, and I replied that neither proposal was what I had in mind for either product. He said, "Okay, then what do you think either one of these products need to be?"

Contrary to what everyone seems to be saying, I don't think we need both books. I believe making Rebel's Tales 50% adventure and 50% background will get us out of the background overload situation we've been putting ourselves into lately.

I think Rebel's Tales should be a 96-page guide to adventuring in the Rebellion. It should list a potpourri of adventure types that can be run in the Rebellion, and give the referee guidelines on how to set up and run these adventures. Next, 4-6 sample adventures should be given, each one being a different type. Detailed background information to support the locations, hardware, and NPCs of just THESE adventures should be given. Lastly, a small section covering the BROAD sweep of the Rebellion from 1120 - 1125 should be given. This last section needs to be very sketchy, since we don't want to give away TOO much right now. We just want the referee to know enough so that if his players try to assassinate Lucan, for instance, they know if they do that, they will no longer be official since Lucan still lives in 1125 (for instance).

That's what I think this book needs to be -- the guide to rebellion adventuring, with the emphasis on background and guidelines to encourage ADVENTURING.

Any comments?





HIWG CHAIRSOPHONT LETTER

by Ed Edwards

GENie: 6/14/90

Dear Fellow TRAVELLER:

The great Emperor Lucan paused at the top of the steps leading into the command battle cruiser to wave to the tri-vid cameras and the admiring crowd. The tri-vid announcer noted that Lucan was leaving to join the Vengeance Fleet seeking to destroy the disruptor Dulinor. After the crowd pulled back, the battle cruiser blasted off to the orbital facility of Capital. At the class-A orbital facility, Lucan transferred to a command shuttle for his secret trip back to his command center in Arbellatra's Palace. In the shuttle Lucan gripped to his advisors: "I hope you are right about this winning the hearts of the public -- otherwise I've just wasted a good four hours!"

Hopefully I can rise above Lucan's sham and provide some real encouragement and not just an exercise. I never expected the current level of enthusiasm from TRAVELLER fans when Mike and I founded HIWG. I thought TIFFANY STAR would be sufficient to coordinate HIWGian developments for the TRAVELLER professional press. Now HIWG is a whole family of fanzines and not just the TIFFANY STAR.

Bryan Borich, HIWG Data Coordinator notes: "HIWG should use the best means of communications available to reach it's members." For sure, Bryan has created the least expensive method of communication - his HIWG disks (see TS18). I've been kind of slow to catch on to this method of communication. Bryan has IBM and MAC formats covered - but not Commodore (and yes, I have the covered wagon of computers - the Commodore 64). So I've been reluctant to join the bandwagon. Well, it now appears obvious that I need an up to date method of computing (and only lack about \$1200 being there). But my personal problems is NOT a good reason to hamstring HIWG.

It is now time to devise the best ways to communicate via disks.

The following list of methods of communications is constructed with the most economical methods of communication listed first and the most costly listed last. The name of the game is to get usable electronic copies of words that can be shared, compared, edited, and hopefully even sold to the professional TRAVELLER press.

1) Disk Mail - what Bryan has done for HIWG goes without much thanks - but the least expensive way to communicate large quantities of information is disk via mail. The big problem is the incompatibility of computer types (IBM, MAC, Commodore, Apple, Atari, etc). Bryan has a network of HIWGs that have overcome that problem (save for us commie-doors -- we are working this problem with Scott Olson so stand by).

2) Paper Mail - the old solution was lots of paper mail. LOTS of paper. Too much paper. When Andy York resigned from HIWG he sent me a copy of virtually every HIWG Doc - almost 4 pounds of paper. Too much paper.

3) GENie Library - Yes, I know, I've got four ways of communicating via GENie. The four ways keep getting lumped together, but I'm going to separate them. The GENie Library has a slight edge over other forms of communication - the uploader does NOT have to pay - only the readers. This method is generally used on GENie when there are two or more printed pages of material to transfer. Terry McInnes has a working document (through 3 or 4 issues now) for wet navies (there is also a topic on the TRAVELLER portion of the Round Table (RT) where his documents are discussed).

4) GENie E-mail - Well, it is a toss-up between E-mail and RT postings. E-mail limits the readers, the RT is open to all readers.

5) GENie RT (round table) - This is a place for lots of lively discussions. But it seems to work best when the discussers have a document to comment upon.

6) GENie On-line - On-line discussions are rather expensive. They are also very confusion. Six people tend to have 3 or 4 conversations going on (and it all buzzes by on your screen). Mostly this is useful for generating interest (sort of a Pep-Rally function). As far as creating a usable document it is useless.

7) Telephone - Useful mostly for determining directions or delivering timely messages. Not really useful for document development.

Here is a comparison chart for delivering 60 pages of HIWG documents via each method. (N/A means not available or not practical)

	Local	Overseas
1) Disk Mail	\$0.45	\$1.80
2) Paper Mail	\$2.40	\$9.00
3) GENie Library	\$20 for readers	N/A
4) GENie E-mail	\$20 for sender \$20 for reader	N/A
5) GENie RT	\$20 for sender \$20 for reader	N/A
6) GENie on-line	N/A	N/A
7) Telephone	N/A	N/A

HIWG - Enhancing The TRAVELLER Adventure!

Ed Edwards, HIWG Chairsophont

NEW HIWG DOCUMENTS

Order Number: HD-3509 AAB PROCEEDINGS #9. Edited by 10 pages Clay Bush, HIWG Quadrant 1 Editor (Q1E). The First Quadrant fanzine is out again! This time with many insights into the functioning of the first quadrant. Duncan Law-Green discusses Psychohistory and gives an update of what the Vland Domain Editor is doing / is going to do. "Vland.Campaign" is a working outline for a Vland Domain adventure. Five new HIWG Docs are listed. Clay has a MT design for a 3000 ton Tukera Trader (J4). There is much more. Send your \$1.20 to Clay Bush.

Order Number: HD-Q302 HIWG Quadrant Three Docs List 4 pages by Don McKinney, Q3E. Send a SASE to ED (address on page 1) for copy of Docs list.

Order Number: (by name) Vland Domain - HIWG Docs List 2 pages by Clay Bush, Q1E. Send a SASE to Ed (address on page 1) for any or all Docs lists. If you don't have a US Zip Code - just ask - 'ol Ed will pay the postage.

IBBS

by Ed Edwards

GENie: 6/3/90

When an otherwise good project is set aside for later completion due to even better projects -- it is said to "be on a back burner". When a countless number of such projects are on hold -- it can clog the system set up to deal with the projects. One then suffers from IBBS -- the Infinite Back Burner Syndrome.

HIWG - Enhancing the TRAVELLER Adventure



RimShots



The Quadrant Four Report

Part of the
History of the Imperium Working Group
Family of Fanzines, Documents and Newsletters

Number 1

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From the Top

Greetings! I am Dennis M. Myers, the new Quadrant Four Editor (Q4E). I replace my good friend and fellow sailor Geo Gelinas. Geo will still be the Diaspora Sector Analyst (SA) and I will retain my title as Margaret Faction Analyst. I am also on the MTA2 Product Development Team along with James Holden (QEEP), Pete Cellela, Mike Mikesch (Q2E), Steven Schwartz (Solomani Rim SA) and Vaclav (Jim) Ujcik (Alpha Crucis SA). I am staying on the Solomani side only due to time constraints, however the rest of the group has gone on to the Asian half as well.

Work is going along well, but there is still much that needs to be done. So far the Vegan State is barely touched and I myself am developing the Solomani Right flank. This is the first item I would like to address. This is a MAJOR project involving this quadrant, yet most of the people who supposedly make up this quadrant have not been heard from for a very long time. SPEAK UP NOW or you run the risk of being completely overwritten by those who are involved. I need documents from YOU detailing what you have. If possible, IBM compatible disks should be used. If you do not have access to an IBM machine or clone, send it on paper. I don't even care if you hand write it, as long as I can read it. This is because if it gets used, it will have to end up on disk eventually. If you don't put it there, someone else will.

During the turnover I recieved from Ed Edwards, who had been acting as custodian of Q4 while Geo was at sea, he mentioned that communications from some of you has been sparse or even missing all together. This, along with the several vacant positions that need filling, has prompted me to begin a total sweep of the entire quadrant. What that means to you is this -- if you wish to KEEP your position in the quadrant, send me word of your intent. If you have not yet submitted a document, a draft of what you have should also be sent. If you have no draft, you should ask yourself if you should keep your position or relinquish it to someone who has time to work on it. This by NO means would affect your membership in

still getting Tiffany Star (TS) and all. There is also the new position of Sector Developer (SD). This position is not only smaller in scope, but is highly flexible. You may change sectors at a whim by simply contacting the SAs and getting their consent. Then a simple word to me and it is a done deal. There is also much going on in the special intrest groups that you may like. What I am saying is that if you are not using your position, let it go. I need people who can contribute to the quadrant. As of right now we have by far the least amount of documents and they have been written excisivly by two men. In addition, Geo has published Diaspora data in his Terra Traveller Times. What have YOU done?

While you may think this is a little abrupt, even harsh, those of you who know me can see that I have toned down this letter. I do not wish to offend, but I simply must fix what I see as this quadrant's major problem. Dead Weight. Failure to respond to this letter in a reasonable time will result in your position being placed in limbo. At this point a note in TS will be run. The following TS will announce the position as open. You have been warned.

Dennis M. Myers
Quadrant Four Editor



Q4ites:

Dennis Myers	Q4E	70xx
Mark (Geo) Gelinas	Diaspora SA	71xx
	7101(draft) TTT Editor	
Scott Streibich	Old Expanses SA	72xx
Steven Schwatrz	Solomani Rim SA	73xx
	MTA2	
Vaclav (Jim) Ujcik	Alpha Crucis SA	74xx
	7401-A MTA2	
Wrekt Enterprises	Spica SA	98xx
John Kostoff	Solomani Right FA	SRxx
Mike Smith	Vegan State FA	VGxx
Andrew Boulton	Solomani Ctr FA	SCxx
Greg Videll	Sector Developer-at-Large	

Please send me any updates to this list. It shows ONLY what I am currently aware of and only in Quadrant Four. After I have heard from you I will compile a Documents list and publish it as well.

Slack System

As an added note I have enclosed a copy of Andy Slack's Deconflicting System Doc (HD-125.01). I plan to use it in my quadrant. Note the -A at the end of 7401. When MTA2 is completed it will be upgraded to 7401-B.

MTA2 Status Report

The MTA2 Product Development Team consisting of (SEE ABOVE) has been working on several interesting things. Aside from the obvious Aslan and Solomani work, much is being done on the Astramani, a nomadic human race of Terran origin. Solomani Biological Sciences are being expanded. The Confederation Government is being further defined and the concept of member-states has been introduced. Member-states have from a couple to many worlds and have a general cultural uniqueness. Within the Confederation there are (at least) several hundred of them. Biographies of the High Council as well as important military figures are being done. Dark Nebula will be the sector published in this release. Follow on adventure material is being discussed. A member-state called New Albion in DN is being developed as the probable site for an adventure setting. A beautiful essay on the Bootean Federation has been done which gives insight into a member-state existing on the Imperial border in the Solomani Rim.

Videll joins the Quadrant

Greg Videll was the first HIWGer to be appointed to the position of Sector Developer. I plan to keep him moving from sector to sector within the Hive Federation as he has time. This is the reason that his title associated with a specific sector. As soon as plans are final I shall announce which sector he will be in first. In all cases he will be the highest authority for any sector he has done work in until such time as a Sector Analyst is appointed. My future plans call for recruiting several more SDs to complete the needed groundwork in the Hive Federation. Eventually Sector Analysts will be appointed from their ranks. I also hope to find one of them who will tackle the Hive Federation Faction Analyst position. All this is in preparation for the upcoming MegaTraveller Alien module Exotic Races.

Dennis M. Myers (GEnie:D.MYERS22)
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Suffolk VA, 23434
(804) 934-8759

Quadrant Four Sectors:

(a)=Aslan (k)=K'kree (o)=Old Vilani

AL - Aldebaran,
AC - Alpha Crucis (32725) [Amkarim (o)],
AT - Ataurre,
AV - Avereguar,
BN - Blaskon [Okteekrul (k)],
CE - Centrax,
DR - Darret,
DI - Diaspora (30497) [Nakulakak (o)],
DK - Drakken,
EX - Extolian,
FO - Folgore,
GE - Gzektixk,
HA - Hadji,
HW - HinterWorlds (29262),
KT - Katoonah,
KD - Kidunal,
LA - Langere,
LE - Leonidae,
LO - Lorspane,
MA - Malorn,
MI - Mikhail,
NW - Newworld,
NO - Nooq [Hkimbiipam (k)],
OE - Old Expanses (28673) [Mikadira (o)],
PG - Phlange,
PH - Phlask,
PO - Porlock,
RI - Ricenden [Gnoghikt! (k)],
RM - RimReach,
SR - Solomani Rim (26764) [Kushuggi (o)],
SP - Spica (30296),
SO - Storr,
TA - Tracerie,
TE - Treece,
UY - Uytal,
WR - Wrenton.

----- Outside Quadrant Four -----

BA - Banners [Iiyukhtoi' (a)],
CP - Canopus,
CM - Crucis Margin,
DA - Daibei (30344) [Lankhisidam (o)],
DN - Dark Nebula (32724) [I'aheako (a)],
DE - Delphi (23284) [Manadish Khurem (o)],
GR - Glimmerdrift Reaches (23495),
GI - Gzirrk'l, HS - Hanstone [Ftetiao' (a)],
IL - Illeish (30245),
KK - K'trekreer,
KU - Kaa G'l'kul,
MY - Magyar (34522) [Magaar (o)],
MS - Massilia (34835) [Masilaa (o)],
NB - Nilkrumbliix,
NU - Nuughe,
RD - Reaver's Deep (22207) [Aeitle Sakh (a)],
UQ - Ustral Quadrant [Ftahtuak (a)],
ZS - Zarushagar (33125).

----- Domains: -----

DAN - Antares, DDB - Deneb,
DGW - Gateway, DIL - Illeish,
DSO - Sol, DSY - Sylea, DVL - Vland.

